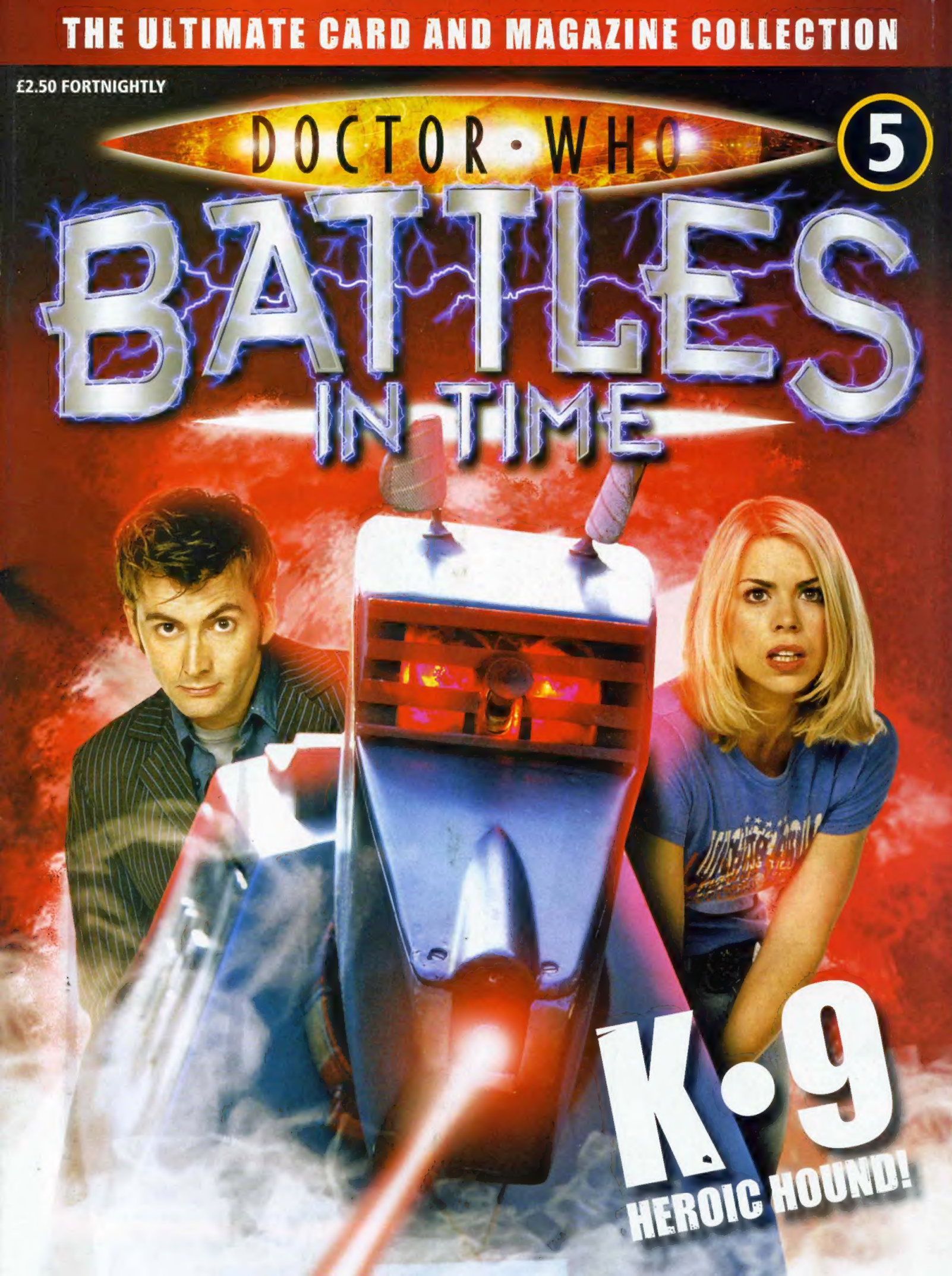
THE ULTIMATE CARD AND MAGAZINE COLLECTION

£2.50 FORTNIGHTLY

DOCTOR WHO BATTLES IN TIME

5



K-9 HEROIC HOUND!

ISSUE 5 CONTENTS

04 Gameplay: Deck Doctor
06 Sycorax VS Jagrafess
08 Episode Four: Aliens of London
09 Alien Invasion
10 Meet K-9
16 Comic Strip: The Hunt of Doom
20 Dalek Wars
22 Brain Busters
24 Find Out Who...

HOW TO ORDER...

SUBSCRIBE TODAY!

Never miss a single issue of **Doctor Who Battles in Time!** Have your magazine and cards delivered straight to your door with FREE postage and packing! See the order form in this issue, or visit our website at:

www.battlesintime.com

Don't Miss Out... Just ask!

FROM YOUR NEWSAGENT

Your local newsagent will be happy to take your regular order. Sign up today!

BACK ISSUES

Complete your collection by ordering any missing issues. Each issue costs £2.50. (Issue 1 is £1.50). Postage is free. Add an extra £1.50 postage and packing for issue 2. Write to: **Doctor Who Battles in Time**, Database Factory UK Ltd, Unit 4, Pullman Business Park, Pullman Way, Ringwood, Hants, BH24 1HD. Make cheques payable to: Doctor Who Battles in Time

FOR ENQUIRIES & BACK ISSUES:

Phone: 0871 277 0067 (Calls cost 10p a minute, and a telephone subscription should only take an average of 2 minutes to complete)
Fax: 0870 742 4144 **Web:** www.battlesintime.com

OVERSEAS MARKETS BY SUBSCRIPTION

AUSTRALIA: Phone (03) 9872 4000, write to: **Doctor Who Battles in Time**, PO Box 3460, Nunawading, VIC 3131, visit www.battlesintime.com or e-mail bissett@bissettmags.com.au

NEW ZEALAND: Phone (09) 308 2871, write to: **Doctor Who Battles in Time**, Private Bag 47-906, Ponsonby, Auckland, visit www.battlesintime.com or e-mail subs@ndc.co.nz

SOUTH AFRICA: Phone (011) 265 4308, write to: **Doctor Who Battles in Time**, Private Bag 9, Centurion, 0046 or e-mail service@jacklin.co.za

Back issues are available from your newsagent in Australia, New Zealand and South Africa, or by contacting the numbers above.

With thanks to: Kate Beharrell, Steve Cole, Alan Craddock, Nick Foreman, Ian Grutchfield, John Ross, Edward Russell, Lee Sullivan, Mike Tucker, Brian Williamson, and The Mill

BBC Doctor Who logo © BBC 2004. TARDIS image © BBC 1963. Dalek image © BBC/Terry Nation 1963. Cyberman © BBC 1963, 2006. K-9 images © BBC 1963. BBC logo ™ & © BBC 1996. Licensed by BBC Worldwide Limited. K9 word, logo and device marks are trade marks of the British Broadcasting Corporation and are used under licence DOCTOR WHO, TARDIS, CYBERMAN and DALEK and the DOCTOR WHO, TARDIS, CYBERMAN and DALEK logos are trade marks of the British Broadcasting Corporation and are used under licence.

Published by GE Fabbri Ltd, 133 Long Acre, Covent Garden, London WC2E 9AW

PROJECT MANAGER: Jason Loborik, **PROJECT EDITOR:** Ben Robinson, **DEPUTY EDITOR:** Claire Lister, **EDITORIAL ASSISTANT:** Ben Sneath, **ART EDITOR:** Stephen Scanlan, **DESIGNERS:** James King, Dan White, Carly Giles

GAMEPLAY HIGHER

STEP 1

PLAYER 1 VS PLAYER 2

ROUND ONE – INTELLIGENCE!

It doesn't matter how good your cards are, this game can be a real jump in the dark. The key is knowing what makes a good score.

You only need one deck with as many cards as possible, but take out the bonus cards and make sure it's well shuffled.

Place the deck face down in the middle of the game arena and choose who goes first.

Players take it in turns to start each round. The first round will be Intelligence.

OR LOWER

STEP 2

Player 1 turns over the top card and reads out the green Intelligence. Now he must predict whether the next card will have a higher or lower Intelligence score and calls out his guess. If he's right he carries on until he's wrong, and then his go is over.

STEP 3

The total number of cards turned over is the player's score for that round. Draw a score card like this to put your results on.

	INTELLIGENCE	AGILITY	STAMINA	SPECIAL ABILITIES	FEAR FACTOR
PLAYER 1	3	5			
PLAYER 2	8	4			

Player 2 then shuffles the deck and plays the Intelligence round. Each round is dedicated to a different skill. At the end, whoever has won the most rounds is the overall winner.

WINNING WAYS!

If you want to change the game a bit, the winner could just be the person who builds the longest run of cards

DECK DOCTOR

If you're really lucky you may have got your hands on one of these ultra rare cards. There's only one in every 24 packs!

FIND THE DOCTOR!

When things are looking bad, use this to give you a boost!

There are six ultra-rare cards in total to collect – here are four of them.

Apart from being really hard to track down and giving strong bonuses, they all have a cool secret – tilt them and the picture changes! Watch out for the other two in future magazines.

Even the strongest character cards can't compete with this!

Ideal to use when you're stuck with low-rated cards!

Perfect bonus when your opponent has loads of Dalek cards!

MONSTER MESS!

HOW TO PLAY

Can you find some of the Monster cards in this grid?

They run up, down, side to side, diagonally and even backwards. Sycorax has been found for you, but can you find all the others?

TOP TIP!
Words divided with / are found in two places!

E	U	E	I	A	O	W	L	I	S	N	E	Z	A	R	G	Y	E	H	D
H	A	N	M	R	S	N	E	E	D	Z	O	M	B	I	E	I	V	A	E
C	Z	E	M	D	B	K	O	P	A	X	N	U	D	K	L	A	J	W	U
T	O	E	A	N	T	J	C	T	M	W	F	V	C	S	T	U	P	I	L
O	P	R	R	A	E	A	M	D	U	L	E	I	X	E	H	P	E	E	B
F	A	G	G	S	R	K	L	E	D	A	M	E	Y	F	A	O	S	C	R
L	W	H	A	S	S	I	Y	F	I	O	A	H	L	N	M	A	I	A	O
E	L	P	R	A	H	U	A	E	M	Q	L	N	A	O	B	E	P	E	D
F	K	E	E	C	J	A	G	R	A	F	E	S	S	T	A	A	F	P	A
N	E	S	T	E	N	E	C	O	N	S	C	I	O	U	S	N	E	S	S
O	I	O	B	N	D	Z	E	S	E	E	H	O	L	A	S	Q	L	R	S
L	B	J	L	X	M	P	O	D	Y	L	U	N	N	D	A	X	F	M	A
B	M	Y	A	W	A	C	I	O	M	R	L	Q	O	L	D	A	O	C	B
C	O	X	I	F	V	R	T	J	E	A	A	S	T	I	O	D	T	S	M
I	Z	A	N	T	B	S	O	V	X	H	Z	L	U	H	R	H	C	E	A
N	E	R	E	N	W	P	I	C	N	C	O	J	A	C	R	A	H	V	H
O	S	L	O	C	M	L	S	I	Y	Z	M	H	E	X	E	O	E	K	T
E	R	T	A	U	O	K	A	D	U	S	B	P	L	A	D	Z	M	I	L
N	U	R	S	E	Z	O	M	B	I	E	I	N	A	C	T	I	V	E	E
A	N	D	L	I	H	C	Y	T	P	M	E	E	M	W	S	E	L	O	G

- ☐ AUTON BRIDE
- ☐ AUTON/MICKEY
- ☐ BLON FEL FOTCH
- ☐ CASSANDRA
- ☐ CHILD AUTON
- ☐ EMPTY CHILD
- ☐ FEMALE CHULA ZOMBIE
- ☐ GELTH AMBASSADOR BLUE
- ☐ GELTH AMBASSADOR RED
- ☐ JAGRAFESS
- ☐ JOSEPH GREEN
- ☐ MALE AUTON
- ☐ MARGARET BLAINE
- ☐ MR SNEED ZOMBIE
- ☐ MRS PEACE
- ☐ NESTENE CONSCIOUSNESS
- ☐ NURSE ZOMBIE
- ☐ NURSE ZOMBIE INACTIVE
- ☐ OLIVER/CHARLES
- ☐ REAPER
- ☐ SIP FEL FOTCH

WE PIT TWO OF THE COOLEST EXTERMINATOR

SYCORAX

MONSTER PROFILE

HEIGHT	1.85m
LIFE FORM	SYCORAX
TECHNOLOGY	HIGH
OCCUPATION	INVADER

WHO IS HE? A member of the tribal, scavenging race who tried to invade the Earth at Christmas. The Sycorax have skull-like helmets that cover their hideous faces and wear bones of their victims as jewellery on top of their red robes.

WHAT'S HE LIKE? Violent and overbearing, the Sycorax are loud creatures who are driven by their desire for money and power. Loyal to their leader, they travel the Galaxy in search of riches.

WHAT'S HE GOOD AT? Proficient with weapons, such as the sword or whip, but blood control was the Sycorax master stroke.

HAVE YOU GOT THE SYCORAX WHIP AND SWORDS CARDS?

SYCORAX WINS ON
AGILITY:
7600 vs 400
SPECIAL ABILITIES:
6900 vs 6700

TOTAL 2/5

JAGRAFESS

CARDS AGAINST EACH OTHER, FOR A FEARSOME FACE-OFF!

JAGRAFESS

MONSTER PROFILE

HEIGHT	N/A
LIFE FORM	JAGRAFESS
TECHNOLOGY	HIGH
OCCUPATION	EDITOR

WHAT IS IT? A huge, great fleshy evil mass that secretly lived in the roof of Satellite Five, controlling everything the people on Earth saw on the news.

WHAT'S IT LIKE? Its vast size, sharp teeth and revolting drool made the Jagrafess one of the scariest monsters the Doctor has ever had to battle.

WHAT'S IT GOOD AT? This loud and aggressive creature appeared to be rather good at controlling all of human kind! Aided and abetted by the pale and sinister Editor, it managed to enslave Earth through TV news.

JAGRAFESS WINS ON

INTELLIGENCE:
7900 vs 5200

STAMINA:
8600 vs 7200

FEAR FACTOR:
9200 vs 8500

TOTAL 3 /5

WINS!

KEEP AN EYE OUT FOR OTHER SATELLITE 5 CHARACTER CARDS!

FAQ EPISODE 4

ALIENS OF LONDON

The Doctor takes Rose back home to see her Mum, but doesn't realise a whole year has passed.

Q Which episode is this?
This is the adventure when an alien ship piloted by a pig crash-lands in London. But this is just a decoy and the real threat comes from the farting Slitheen disguised as members of parliament.

Q They arrived back in London a year later than the Doctor thought – why did he get the date wrong again?
The TARDIS is really old and it hasn't had a proper service in centuries so a few mistakes are only to be expected.

Q Is the Doctor really 900 years old?
Looks good for his age, doesn't he!

Q Why do those people keep farting?
It's a pongy side-effect of the compression field technology that lets the huge Slitheen fit into human skins.

Q How come the people in power know about the Doctor?
Over the years the Doctor's helped the government out lots of times, but that was before he regenerated so the authorities aren't sure what he looks like now.

Q How do the Slitheen use those ID cards to hurt the task force?
They are pulsing an electromagnetic wave through their bodies causing them a painful and prolonged death.

> **"This is what I travel for... to see history happening right in front of us"**

BLINDING!!!

Q Why have all those people got zips in their foreheads?
That's how the Slitheen get in and out of their human skinsuits.

ALIEN INVASION

After an alien craft crashes in the Thames you race to Downing Street to find out exactly what's going on...

INSTRUCTIONS

1. This is a two player game. Remove all the bonus cards and shuffle the deck.
2. Turn the deck face down and put two counters on the start.
3. The first player draws a card and uses it to decide his route.
4. Player 1 puts his card to the bottom of the pile. Now it's player 2's turn.
5. The first player to reach the end wins.

START

You arrive in London just before an alien craft crashes in the Thames.

Look at your card number to decide what to do.

ODD

EVEN

You head to the hospital where the alien pilot is and find out it's a pig!

Look at your last power icon to see where you go next.

You watch the news on TV from the safety of the sofa, then decide to go to the action.

Look at your card type to see how you get there.

HUMAN OR HERO

ALL OTHER CARDS

You set the TARDIS destination for 10 Downing Street.

Travel through space and time and leap onto the next disc.

The TARDIS malfunctions and takes you to a football match – entertaining, but not when you've got to save the world!

Miss a go.

Before you can get to the TARDIS you're arrested and taken to Downing Street.

But cars are slower than time travel – miss a go.

You arrive at number 10.

Look at your SPECIAL ABILITIES score to see what happens next.

You investigate what's going on with Harriet Jones and find a dead body. A big, green monster appears.

Run to the next disc.

You're in a meeting when the aliens reveal their true colours and try to kill you.

Look at your INTELLIGENCE to see how you escape.

UNDER 6500

OVER 6500

INTELLIGENCE UNDER 7000

INTELLIGENCE OVER 7000

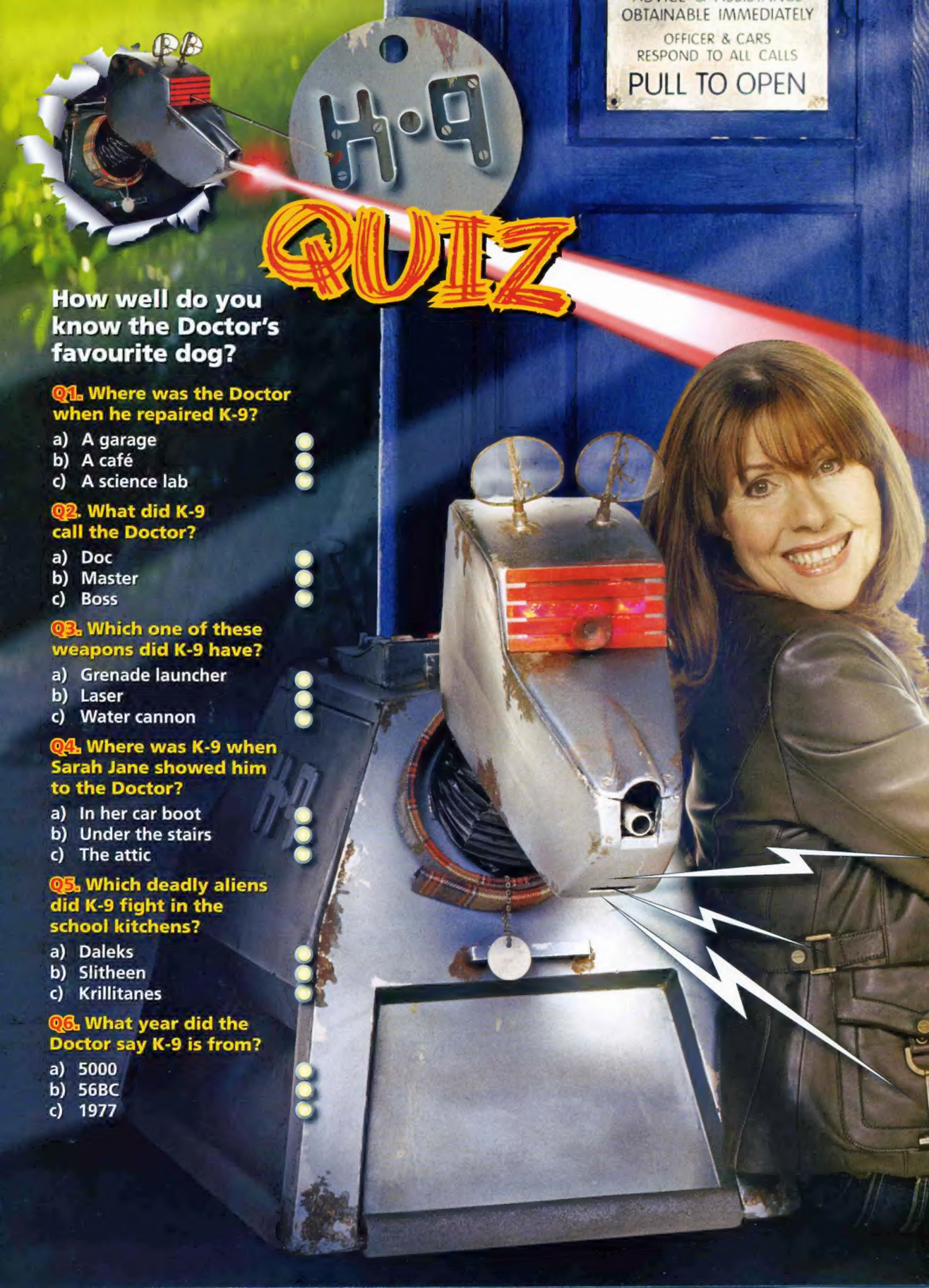
You run for your life, desperately looking for a place to hide.

If your FEAR FACTOR is above 7000 move on, but if it's below, miss a go.

OVER 7000

YOU WIN!

You manage to lock yourself in the safest room in the UK, safe from Slitheen claws. Now you just have to find a way out...



How well do you know the Doctor's favourite dog?

Q1. Where was the Doctor when he repaired K-9?

a) A garage
b) A café
c) A science lab

Q2. What did K-9 call the Doctor?

a) Doc
b) Master
c) Boss

Q3. Which one of these weapons did K-9 have?

a) Grenade launcher
b) Laser
c) Water cannon

Q4. Where was K-9 when Sarah Jane showed him to the Doctor?

a) In her car boot
b) Under the stairs
c) The attic

Q5. Which deadly aliens did K-9 fight in the school kitchens?

a) Daleks
b) Slitheen
c) Krillitanes

Q6. What year did the Doctor say K-9 is from?

a) 5000
b) 56BC
c) 1977

A DOG HAS 4 LIVES

K-9 has almost as many lives as a cat. Every time he gets left behind or blown up, the Doctor builds another one!

1. The Doctor left the original K-9 on Gallifrey (the Doctor's home planet).
2. The Doctor left the next version of K-9 in a parallel dimension with one of his companions.
3. The Doctor built a third version of K-9 for Sarah Jane Smith and delivered it to her house.
4. Which means the current version of K-9 is the fourth one.

MANUAL CONTROLS

K-9 normally responds to voice commands, but if his owners want to they can use the keypad on his back to input instructions.

INNER WORKINGS

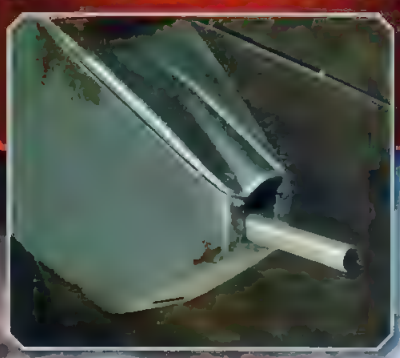
When K-9's batteries run down he has the ability to completely recharge himself.

05

A QUICK FIX

K-9's not the most reliable robot in the Galaxy – he's malfunctioned more than once but the Doctor knows what it takes to get him working again.

K-9 has a retractable laser gun in the end of his nose



TECH

s originally designed
51st century, and
time the Doctor has
t him he's made
ovements. All the
e, he can still be
aired using parts that
n be found in 21st
entury London.

HEROIC HOUND!
TAIL
K-9's tail isn't just for wagging - it's also a sophisticated radio signal booster.
MOBILE COMPUTER
K-9 was designed to be a mobile computer so he can perform complex calculations, analyse a wide range of substances and then print out his findings.
K-9
DOG TAG
Like all good dogs, K-9 wears a collar and a name tag.

SCANNER EARS

When K-9's computer brain is working hard, his ears move from side to side. The ears double up as scanners too.

PROBE

K-9 can use his data-com probe to communicate with and even control other computers.

HARD COPY

If necessary, K-9 can print data on streams of paper that come out of the slot on the bottom of his 'snout'. He tends to produce rather a lot of data and is often swamped in paper.

TOP 10 K-9 FACTS

1. The original K-9 was created by Professor Marius of the Bi-Al Foundation in the year 5000AD.
2. He was given to the Doctor as a present, and travelled with him for many years.
3. K-9's nose laser has three settings – stun, dematerialise and kill!
4. Just like a real dog, K-9 can follow someone's scent to track them down.
5. The Doctor once 'took a ride' in K-9! He became miniaturised and hid in one of K-9's service panels!
6. K-9 knows how to fly the TARDIS.
7. K-9 once caught 'robot laryngitis'.
8. The Doctor uses a high-frequency whistle to call K-9, just like a normal dog.
9. K-9 once fought a robot parrot called Polyphase Avatron.
10. A hostile alien once knocked K-9's head off, but the Doctor repaired him!

K-9 CARDS

There are several K-9 cards plus Sarah Jane to look out for. Have you found them yet?

TURN TO PAGE 23 FOR THE ANSWERS

THE HUNT OF DOOM

The Doctor and Rose head to another planet to try and find some more guests from Platform One...

Written by: Steve Cole, Inks: John Ross, Colours: Alan Craddock.

THAT **LIBRARY BOOK** I FOUND ON **POWER-BOOSTED TRANSMATS** WAS **BANG ON!** LOOKED FOR **LECTRA-ENERGY LEAKS** LIKE IT SAID AND...

...LET ME **GUESS.** YOU FOUND THEM **EVERYWHERE WE'VE BEEN** LATELY?

THE TREES... CAL MACNANNOVICH... ALL THAT LOT WHO WATCHED THE EARTH **FRAZZLE** FROM PLATFORM ONE...

THEY **DISAPPEARED** IN THE SAME WAY. BUT WHOEVER'S **TAKING** THE GUESTS, **THIS** TIME WE'RE AHEAD OF THEM.

THE TARDIS SOON ARRIVES ON A LUSH WORLD...

MORE LECTRA-ENERGY IS **BUILDING UP** AROUND HERE. ***GAMEWORLD GAMMA,*** OWNED BY MR AND MRS PAKOO.

OH **NO.** NOT **KILLER *GAMESHOWS*** AGAIN?

NO - BUT JUST AS **HORRIBLE.** 'GAME' AS IN **HUNTED ANIMALS** GAME. THE PAKOOS ARE DESCENDED FROM **BIRDS OF PREY.**

HELP!

AND IT LOOKS LIKE THEY PREY ON **HUMAN BEINGS!**

AAAGH!

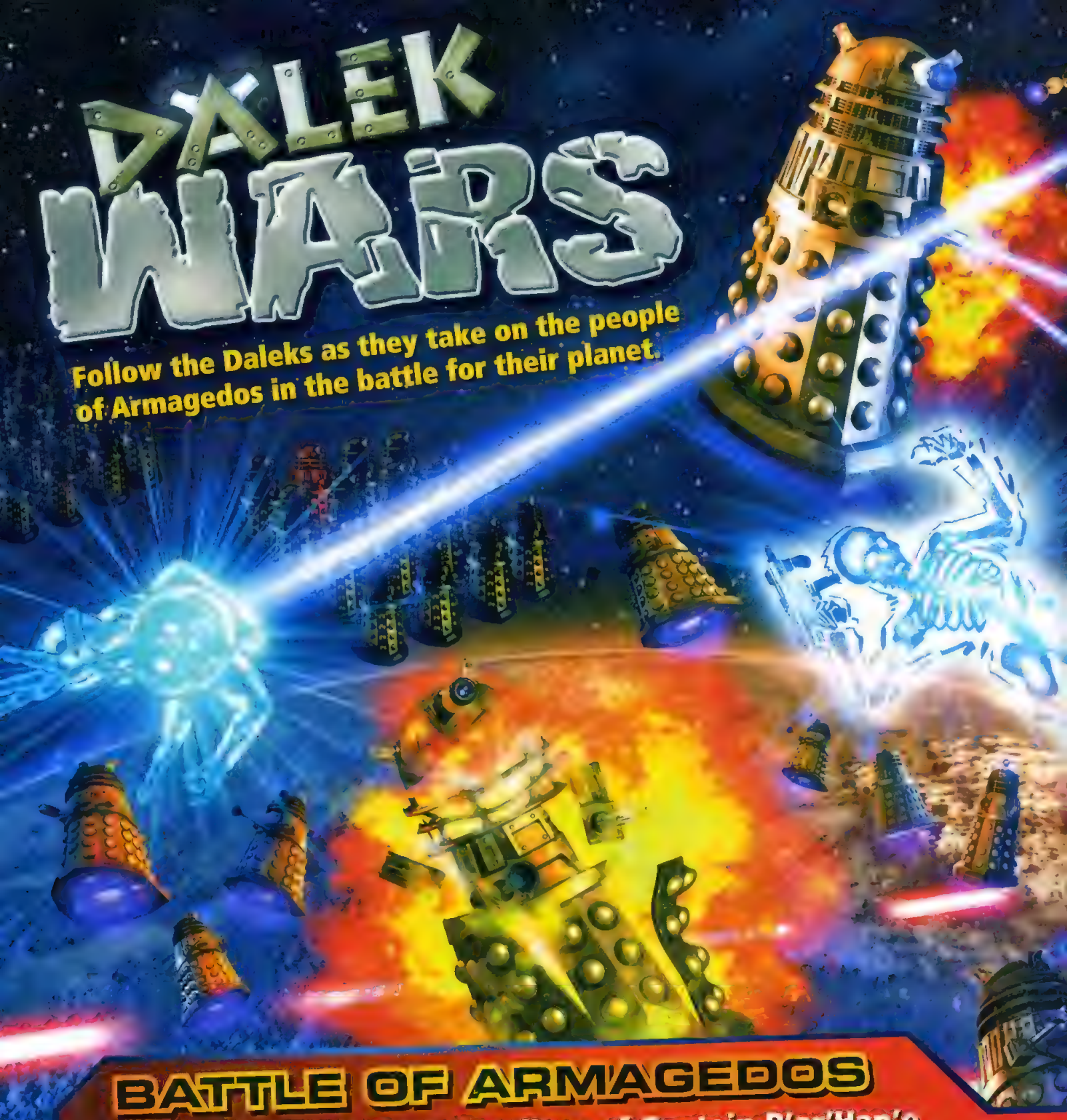
WE'LL SEE ABOUT THAT!
KRR-AWWW-KK!
YOU ALL RIGHT? UP YOU GET. YOU'RE SAFE NOW.
TRESPASSERS! HOW DARE YOU SPOIL THE ROYAL HUNT FOR MY GUESTS!
ELLO, ELLO, IT'S MR AND MRS PAKOO IN THE FEATHERS. WHO DO YOU THINK YOU ARE, MAKING PEOPLE FAIR GAME?
I BOUGHT THEM FROM A PET SHOP. WHO ARE YOU TO CHALLENGE ME?
I CAME HERE TO WARN YOU, BEAKY...
TRESPASSERS WILL BE PROSECUTED!
<JUST FLASH HIM THE OLE PSYCHIC PAPER, HE'LL SEE WHATEVER I...>
UNHHHH!
DOCTOR!

QUICK LADS, OUT OF HIDING! BAG THAT BIRD!
ONE GOOD TURN DESERVES ANOTHER!
IF HE'S A GOOD TERN I'D HATE TO SEE A BAD ONE! TERN - TYPE OF BIRD - GET IT? NO? OH WELL. RUN!
TYPICAL. WE COME TO WARN THE PAKOOS THEY'RE GONNA BE KIDNAPPED AND THEY TRY TO KILL US!
THEY'VE HUNTED DOWN FIFTY OF US THIS MONTH. THERE ARE SO FEW OF US LEFT.
AAAAAGH!!!
IT'S SWAMPLAND UP AHEAD. WE'LL NEVER GET THROUGH IT. WE'RE TRAPPED!
THOSE HORSES WON'T LIKE IT EITHER. SHAME WE DIDN'T BRING OUR WELLIES - BUT COME ON!
THEY DON'T NEED THEIR HORSES. THEY CAN FLY DOWN AND GET US!
YEP, THOUGHT THEY MIGHT TRY THAT... SO I THOUGHT I'D FIDDLE WITH THE SONIC SCREWDRIVER'S SETTINGS!

IT CAN IGNITE SWAMP GAS YOU KNOW.
I THINK THEY JUST FOUND THAT OUT...
BUT HERE COME THE HUNTMASTERS. WE'RE STILL DOOMED!
EVERYONE REMAIN STILL! WE'LL HAVE THIS MATTER SORTED OUT IN A JIFFY!
EH?
DOCTOR, YOU DROPPED YOUR ID. HAD WE KNOWN THAT YOU WERE PERSONAL ASSISTANT TO PRESIDENT KAAKAA HERSELF...
SAVE YOUR EXCUSES! JUST BAN THE HUNT, TAKE YOUR PREY SAFELY BACK HOME AND I WON'T TELL HER HOW RUBBISH YOU ARE!
DOCTOR, YOU'VE SAVED US!
YOU ARE SUCH A CON-MERCHANT!
NOW, LET ME SPEAK TO MR AND MRS PAKOO. I'VE GOT A VITAL MESSAGE...
ER - WHERE'D THEY GO? THEY JUST DISAPPEARED!
THEN WE'RE TOO LATE... AGAIN!
BUT THIS TIME IT'S DIFFERENT.
WHATEVER'S BEHIND ALL THIS - NOW I CAN TRACK THEM DOWN!
TO BE CONTINUED!!!

DALEK WARS

Follow the Daleks as they take on the people of Armagedos in the battle for their planet.



BATTLE OF ARMAGEDOS

The following is from the diary of Captain R'ar'Han'e

"When we found out the Daleks were coming, we knew we had to evacuate our planet, Armagedos, and head for a colony where they wouldn't find us. We gathered every ship we could find but we realised the Daleks would reach our planet before everyone could escape.

The only answer was to fight them and hope we could hold them up until the last transport ship could enter hyperspace. I reported to the fleet at the moon Devokos. I've never seen anything like it – all our best warships armed to the teeth with atomic cannons and polaron missiles. Even so we weren't sure it would be enough. The Daleks sent at least a dozen ships and armies of Daleks just poured out of them.

At first we didn't have a clue about how to stop them – their blasts cut through our troops

SEARCH & FIND

1. How many warships can you see firing at the Daleks? 5pts
2. Use your powers of observation – can you locate the red Dalek? 5pts
3. What weapons are the warships armed with? (clue: read the story) 10pts
4. How many exterminated spacemen can you see? 5pts
5. How many intact warships can you spot? 5pts

TURN TO PAGE 23 FOR THE ANSWERS

exterminating them without mercy. Then we discovered that if we reversed the polarity of the neutron flow in our cannons we could get through their shields and for the first time we started to take a few of them out.

We were taking heavy casualties, but the Daleks weren't breaking through and we kept getting reports about transport ships escaping. I remember one of our ships flew headlong into a Dalek warship, blasting it to pieces and sending Daleks spinning out into space like little broken toys. It set them back long enough for the last transport to get away, and a huge cheer swept through the fleet, before we fired up our hyperdrives and escaped. The Daleks may have taken our world, but we'll find a way to beat them, and we'll be back.

THE CYBER CONTROLLER'S

BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

THAT'S TORN IT!

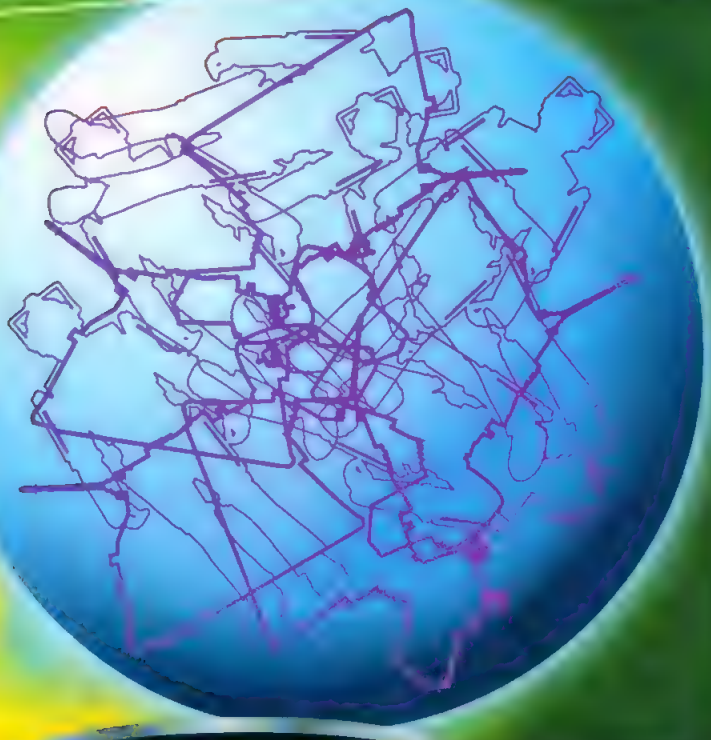
Have a look at the card pieces to the right. Can you pair up the tops with the bottoms to find out which bit is missing its other half?

K-9 IS A-MAZE-ING!

Can you find your way through K-9's circuits from nose to tail?

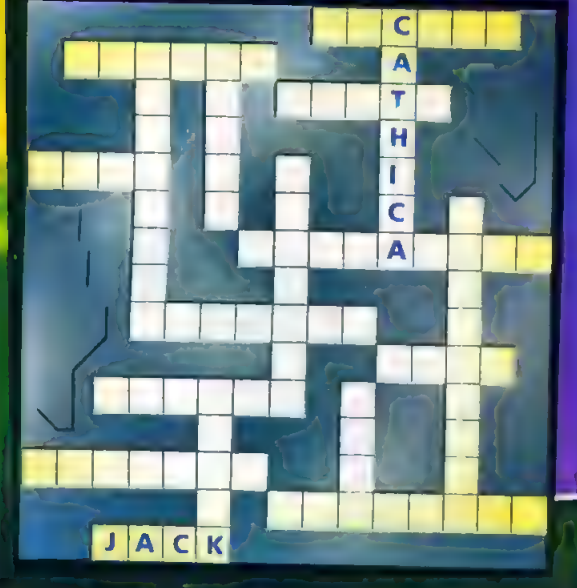
K-9 vs Cybermen

Have a close look at the tangle below, are there more K-9 outlines or Cybermen?



FIT IT IN!

All these words fit in the grid below, but can you work out where they go?



Four letters
ADAM
~~JACK~~
ROSE
SUKI

Five letters
DALEK
GELTH
NANCY

Six letters
AUTONS
MICKEY
TARDIS

Seven letters
BAD WOLF
~~CATHICA~~
DICKENS
REAPERS

Eight letters
SLITHEEN
TIME LORD

Nine letters
DELTA WAVE
JAGRAFESS

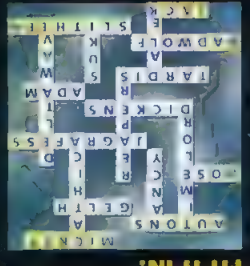
COMING IN ISSUE 6...

PUZZLE ANSWERS

K-9 QUIZ
Q1. b) A café
Q2. b) Master
Q3. b) Laser
Q4. a) In her car boot
Q5. c) Krillitanes
Q6. a) 5000

DALEK WARS
Q1. Two
Q2.
Q3. Atomic cannons and polaron missiles
Q4. Four
Q5. Five

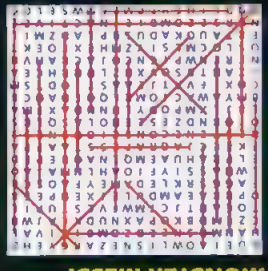
K-9 IS A-MAZE-ING!



FIT IT IN!

K-9 VS CYBERMEN
6 Cybermen and 5 K-9

THAT'S TORN IT!



MONSTER MESS!

FIND OUT WHO...

Good, bad, or somewhere in between, which character are you like?

START

Are you essentially a good or bad person?

- BAD → Which of the following activities do you find most relaxing?
  - CLEANING THE HOUSE → Does your appearance scare people at all?
  - READING NOVELS → Do you get tired easily or can you keep on going no matter what?
    - I KEEP GOING → Are you a morning person or are you a complete grouch?
      - A DROP OF OIL AND I'M READY → Are you any good at general knowledge quizzes?
        - I KNOW ABOUT EVERYTHING! → **ANNE-DROID**
        - I'M THE WEAKEST LINK! → **MRS PEACE**
      - I'M LIKE A ZOMBIE BEFORE LUNCHTIME → What do you think your best feature or trait is?
        - DEATHLY SMILE → Are you any good at general knowledge quizzes?
    - THERE'S NOTHING BETTER THAN A KIP → What do you think your best feature or trait is?
  - INSULTING PEOPLE → Do you get tired easily or can you keep on going no matter what?
- GOOD → What's your favourite food from the following options?
  - NUTS (AND BOLTS!) → Does your appearance scare people at all?
    - ALL THE TIME! → Do you get tired easily or can you keep on going no matter what?
    - FROM SOME ANGLES! → What's your gut reaction to Rose and the Doctor?
      - I HATE THEM! → What do you think your best feature or trait is?
      - I LIKE THEM → What do you think about beach holidays?
        - I'D RATHER TOUR CEMETARIES → What do you think your best feature or trait is?
        - I DON'T REALLY LIKE THE SUN → You appear normal, but what sets you apart from others?
          - MY BAD SIDE IS FIGHTING TO GET OUT → **DR CONSTANTINE**
          - MY BLUE SKIN! → **STEWARD**
  - SOMETHING NICE AND FLESHY → What's your gut reaction to Rose and the Doctor?
  - CAKE → What do you think about beach holidays?
    - I HELP OTHERS → You appear normal, but what sets you apart from others?

ANNE-DROID

A metallic killing machine, you have no feelings for others and delight only in their pain.

MRS PEACE

You don't know why you spook people, but maybe it has to do with your cold, dead eyes...

DR CONSTANTINE

You seem like a nice person, but it doesn't take much to turn you into a scary monster!

STEWARD

You are efficient and practical, but that does make you a bit of a doormat, doesn't it?

159

RICKY SMITH

HERO

INTELLIGENCE	5600	6100
AGILITY	5500	5900
STAMINA	4500	4400
SPECIAL ABILITIES	3800	4600
FEAR FACTOR	3100	2700

Mickey's alter ego in the parallel universe claimed to be London's most wanted, and was then killed by the Cybermen.

C — EXTERMINATOR — 159/275

105

CLOCKWORK WOMAN 1

ROBOT

INTELLIGENCE	3500	3100
AGILITY	4900	5400
STAMINA	5100	4800
SPECIAL ABILITIES	6200	6300
FEAR FACTOR	8100	7600

One of the sinister repair droids from SS Madame de Pompadour who were searching for Reinette to fix their ship.

C — EXTERMINATOR — 105/275

009

GWYNETH

BRIDGING THE RIFT

HERO

INTELLIGENCE	2800	3300
AGILITY	900	1200
STAMINA	5900	4600
SPECIAL ABILITIES	8700	8500
FEAR FACTOR	7900	7600

A Welsh servant girl with supernatural powers, Gwyneth allowed the gas-like Gelth to use her body to come to Earth.

C — EXTERMINATOR — 9/275

242

ADEOLA

HUMAN

INTELLIGENCE	5200	4700
AGILITY	4800	5100
STAMINA	4400	4600
SPECIAL ABILITIES	1900	1600
FEAR FACTOR	1200	1500

When this Torchwood technician had an earpod inserted into her head she was then controlled by the Cybermen.

C — EXTERMINATOR — 242/275

151

DR CONSTANTINE

(AS A CHULA ZOMBIE)

MONSTER

INTELLIGENCE	500	300
AGILITY	5000	4700
STAMINA	8400	7900
SPECIAL ABILITIES	4400	4600
FEAR FACTOR	6900	6800

The brave doctor who treated all the people with gas masks instead of faces was also transformed by Chula nanogenes.

C — EXTERMINATOR — 151/275

183

SLITHEEN EGG

MONSTER

INTELLIGENCE	300	200
AGILITY	800	600
STAMINA	1400	900
SPECIAL ABILITIES	5700	5300
FEAR FACTOR	3200	2800

Before they become large, stinky monsters with a deceptive baby-like face, all Slitheen start life as a large green egg.

C — EXTERMINATOR — 183/275

246

CYBER CONTROLLER

(ON THE MOVE)

CYBERMAN

INTELLIGENCE	8900	8800
AGILITY	7400	7600
STAMINA	7000	6800
SPECIAL ABILITIES	7300	7500
FEAR FACTOR	8700	8500

After John Lumic became the Cyber Controller he gained greater power of movement thanks to his new cyber body.

C — EXTERMINATOR — 246/275

258

THE WIRE

(FEEDING)

MONSTER

INTELLIGENCE	5800	5300
AGILITY	8400	8100
STAMINA	6500	6800
SPECIAL ABILITIES	7200	6900
FEAR FACTOR	8100	8300

The Wire was hungry for humans and fed on them through the television, sucking their faces into the machine.

C — EXTERMINATOR — 258/275

042

CAPTAIN JACK

HERO

INTELLIGENCE	5100	6200
AGILITY	6300	6500
STAMINA	7600	7500
SPECIAL ABILITIES	7800	8000
FEAR FACTOR	2800	3800

This former intergalactic con-man helped the Doctor fight the Empty Child, Margaret Blaine, and the Daleks.

R — EXTERMINATOR — 42/275

POLICE PUBLIC CALL BOX
DOCTOR WHO
BATTLES
IN TIME
www.battlesintime.com
© BBC 2006

05 K-9

A DOG HAS 4 LIVES

K-9 has almost as many lives as a cat. Every time he gets left behind or blown up, the Doctor builds another one!

1. The Doctor left the original K-9 on Gallifrey (the Doctor's home planet).
2. The Doctor left the next version of K-9 in a parallel dimension with one of his companions.
3. The Doctor built a third version of K-9 for Sarah Jane Smith and delivered it to her house.
4. Which means the current version of K-9 is the fourth one.

MANUAL CONTROLS

K-9 normally responds to voice commands, but if his owners want to they can use the keypad on his back to input instructions.

A QUICK FIX

K-9's not the most reliable robot in the Galaxy – he's malfunctioned more than once but the Doctor knows what it takes to get him working again.

HEROIC HOUND!

INNER WORKINGS

When K-9's batteries run down he has the ability to completely recharge himself.

K-9 has a retractable laser gun in the end of his nose

HI TECH

K-9 was originally designed in the 51st century, and everytime the Doctor has rebuilt him he's made improvements. All the same, he can still be repaired using parts that can be found in 21st century London.

TAIL

K-9's tail isn't just for wagging - it's also a sophisticated radio signal booster.

MOBILE COMPUTER

K-9 was designed to be a mobile computer so he can perform complex calculations, analyse a wide range of substances and then print out his findings.

SCANNER EARS

When K-9's computer brain is working hard, his ears move from side to side. The ears double up as scanners too.

PROBE

K-9 can use his data-com probe to communicate with and even control other computers.

HARD COPY

If necessary, K-9 can print data on streams of paper that come out of the slot on the bottom of his 'snout'. He tends to produce rather a lot of data and is often swamped in paper.

DOG TAG

Like all good dogs, K-9 wears a collar and a name tag.

TOP 10 K-9 FACTS

1. The original K-9 was created by Professor Marius of the Bi-Al Foundation in the year 5000AD.
2. He was given to the Doctor as a present, and travelled with him for many years.
3. K-9's nose laser has three settings – stun, dematerialise and kill!
4. Just like a real dog, K-9 can follow someone's scent to track them down.
5. The Doctor once 'took a ride' in K-9! He became miniaturised and hid in one of K-9's service panels!
6. K-9 knows how to fly the TARDIS.
7. K-9 once caught 'robot laryngitis'.
8. The Doctor uses a high-frequency whistle to call K-9, just like a normal dog.
9. K-9 once fought a robot parrot called Polyphase Avatron.
10. A hostile alien once knocked K-9's head off, but the Doctor repaired him!